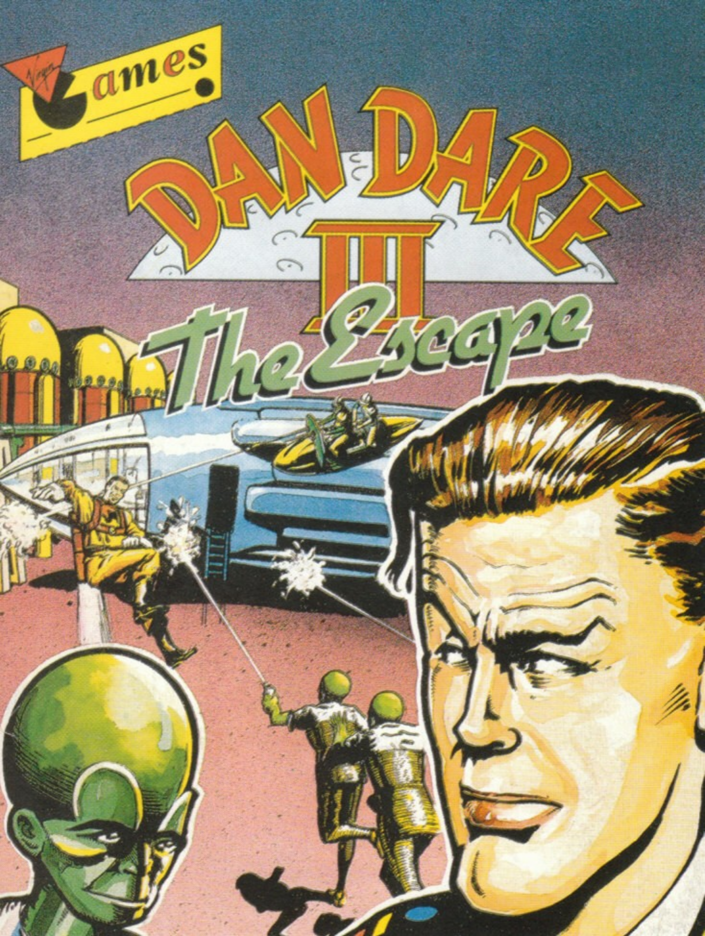

Virgin Games
DAN DARE
III
The Escape



DAN DARE III

The Escape

Virgin Games.

COLONEL DAN DARE
PILOT OF THE FUTURE

Daniel MacGregor Dare, Colonel O.U.N. in the Interplanet Space Fleet, began his adventures in the first issue of Eagle comic on the 14th April 1950. Almost a million schoolboys all over the British Isles bought that first copy of the Eagle and Dan Dare became a hero in the hearts of British boys. The legend had begun. The Eagle comic was the creation of the Rev Marcus Morris, and was originally intended as a Christian comic, designed to offer an innocuous alternative to the popular American-style comics of the day. But it was the British cartoonist and illustrator, Frank Hampson, who was to devise the dashing Dan Dare character - famous for his lightning-jagged eyebrows and typically British stiff upper lip.His adventures and those of his companions were to inflame the imaginations of the nation's youth for years to come. The publisher Edward Hulton helped Morris and Hampson launch the ambitious new weekly comic for boys and Frank Hampson acted as chief artist and designer. His career had been varied, starting out as a telegraph boy for the Post Office. His first cartoon was published in Meccano magazine who then employed him as their joke illustrator.He left Meccano in 1935 and, whilst pursuing a career as a civil servant, he attended evening classes at the Southport School of Arts. His first cartoon strips were for the Post Office magazine, The Post. Resigning from the Post Office in 1938 he became a full-time art student. During the war he served as a driver in the Royal Army Service Corps and was demobilised in 1946 with a grant to continue his art studies. By 1947 Frank was illustrating The Anvil, a religious publication published by the Rev Marcus Morris. It was then that they conceived the Eagle, the most important landmark in post-war British comics. Frank set up his own studio, employing artists, writers and models and, for ten years, Dan Dare battled successfully against the 'terrible Treens' and the 'malevolent Mekons' each week holding the fate of

mankind in his capable hands. From 1951 - 1956 Dan Dare's adventures amongst the stars soared through the airwaves: Horlicks sponsored a daily radio serial on Radio Luxembourg and Dan Dare was played by the actor Noel Johnson, already famous for his part as Dick Barton Secret Agent. In 1960 Hultons sold out to Odhams Press and, although Hampson had not drawn Dan Dare for some time, his style and influence remained and his work was carried on by various artists who included Frank Bellamy, Donald Harley, Desmond Walduck, Bruce Cornwall, Harold Johns and Keith Watson, and by such writers as Alan Stranks, David Motton and Eric Eden. After the take-over Clifford Makins took over the editorship, and printing changed from colour gravure to litho, Frank Hampson left the team, and in 1962 Dan Dare was reduced to monochrome reproduction. In 1969 IPC took over the Eagle but the comic was laid to rest on 26th April of the same year and, although Dan Dare continued his intrepid adventures, re-lettered and re-drawn from the originals in the Lion and Eagle comic, by 1971 that too had gone. Dan Dare enjoyed a revival in September 1973 when the Dan Dare Annual was published and Red Moon Mystery and Safari in Space were printed from the original comics in their entirety and in full colour. It was not until 1982 that the Eagle comic was properly re-launched with Dan Dare continuing to play his important role of defending the universe. Now you can enjoy Colonal Dare's intrepid adventures amongst the stars not only from the printed page but in exciting computer game form, thus opening another chapter in the history of Colonel Daniel MacGregor Dare. The titles available are Dan Dare - Pilot of the Future; Dan Dare II - The Mekons Revenge; and this latest game, Dan Dare III - The Escape. The story no doubt will continue.

WHO'S WHO IN DAN DARE



DAN DARE Colonel Daniel MacGregor Dare. OUN Interplanet Space Fleet. Born: 5th February 1967, Manchester, England. Education: Rossal, Cambridge and Harvard Universities. Career: 1987 Class 3 Space Pilot. 1997 Chief Pilot of the ISF Commendations: The Order of the United Nations for leadership in the Venus Expedition of 1996. Hobbies: cricket, fencing, riding, painting and model-making.



SIR HUBERT (often referred to as 'Orrible Urbert') This character was actually modelled on Hampson's father. Marshal of Space Sir Hubert Gascoine Guest KCB, OM,OUN, DSO, DFC. Born: 1943. Career: ex-RAF Controller of the Interplanet Space Fleet. A member of the crew of the first manned rocket to the moon. Commander under Admiral Grosvenor on the first expedition to Mars. Although well over age for active service Sir Hubert accompanied the 1998 expedition to Venus. Hobbies: swimming, riding, chess, writing technical history of fleet organisation and structure.



DIG (Dan's faithful companion and batman) Spaceman Class 1 Albert Fitzwiliam Digby Born: 1960, Wigan, England. Married with 4 children (3 girls, 1 boy). Hobbies: football, jigsaws, sleeping.



PROF Professor Jocelyn Mable Peabody Born: Moreton, Glos. Careers: Honorary rank of Pilot/Captain Expert in nutrition, agriculture and botany Attached to Venus expedition 1996 in search of food. Hobbies: skiing, riding, netball.

HANK Pilot Captain Henry Brennan Hogan Born: Houston, Texas. A brilliant pilot with a distinct dislike for 'red tape'. Hobbies: boxing, car racing, photography, baseball.





PIERRE Pilot/Major Pierre August Lafayette A shrewd analytical mathematical officer from Dijon, France. He is a close friend of Hank's. Hobbies: gastronomy, three dimensional chess, fishing.

THE MEKON AND HIS MUTANTS

The fate of all mankind hangs in the balance. The Mekon menace is back again determined to conquer and dominate the human race. In doing so the evil Mekon has vowed to wreak his vengeance upon his arch enemy, Colonel Dan Dare. To further his iniquitous plans the Mekon is conducting a series of horrific genetic experiments, attempting to mutate a variety of life-forms into an army of Treen-like creatures, servile to the Mekon. The experiments failed, the creatures were twisted and strange. What was needed to advance the Mekon's ungodly experiments was a human subject, and who better than the hated Colonel Dan Dare? The Mekon issued his orders. A gigantic scientific satellite was rapidly constructed. Manned by an army of loyal Treens, the satellite was set on course for planet Earth. Many months passed before reaching the Earth's orbit. Whilst their ship navigated the dark recesses of the universe, the Mekon and his scientists continued their horrific experiments. But with little success: no Treen-like beings were created and the weird mutant creatures formed were left to wander, at will, the corridors of the satellite. On reaching the Earth's orbit a small army of Treens were dispatched to capture the unsuspecting Dan Dare. Their mission was successful: seizing the Colonel, the Treens transported their prize back to the satellite where the pitiless Mekon and his team of cruel scientists waited. But the Mekon had underestimated our hero, while the scientists are preparing the lethal serum, Dan breaks free from the operating table and, destroying his captors escapes into a store chamber next to the genetic experimentation unit. Searching



the chamber he discovers a jet-pack and sets off to explore the maze of corridors and chambers of the vast satellite. Luck is on the side of our brave colonel. Entering a large chamber he finds an escape shuttle powerful enought to accomplish the return journey to Earth but the fuel tanks are empty. Dan calculates that he will need exactly 50 pounds of high grade rocket fuel to complete the journey home. Undaunted by this catastrophe, Dan straps his jet-pack to his back and continues his search of the Mekon's evil satellite...

USING THE WEAPON SYSTEMS

During his exploration of the vast satellite Dan discovers the Mekon's armoury. From the vast arsenal Dan chooses the very latest plasma cannon. The cannon has three shot strengths, indicated by the bar readout on the screen; a quick tap on the fire button releases a low power bolt of energy; holding the fire button down until the bar readout reaches the mid-point in the display, fires off a medium power blast; keeping the fire button depressed until the bar readout reaches the limit of its travel unleashes a real megablast of destructive power. You must master the cannon's control system before embarking on the quest for Colonel Dare's freedom - effective destruction of life-forms requires practice. Also watch out for the recoil when you use the megablast option. Remember that the more powerful the blast that you unleash from the plasma cannon, the longer it takes to recharge. So, unless you are well covered, or have just activated a smart bomb, you will leave Dan Dare defenceless against the Mekon's mutants whilst his cannon recharges. Colonel Dare is able to log on to the terminal found in the start location and can buy some special weapons. The weapon currently in use by the Colonel is displayed in a window on the screen - to select one of the items that he is carrying, press select until the item that you want appears in the window. Then press the fire button to activate your choice, unless of course it is fuel or money which is useful to have at hand.

MAKE GOOD YOUR ESCAPE

The start location, which is the satellite's store chamber, is the only place where Dan can refuel his jet-pack, or buy weapons and equipment; this is done by hacking into the Mekon's computerised stock-keeping system. While Dan stands on the Mekon's computer terminal, press select. This creates a menu of numbered items that Dan can buy. By pressing the corresponding number on the keyboard you can allow Dan to buy or use an item. Lives can be purchased as well, but only in extreme need. Use lives wisely. In order to escape from the Mekon's evil satellite, Dan Dare has to collect 50 pounds of rocket fuel to power the escape shuttle for its flight back to planet Earth. The Mekon has not underestimated Dan Dare's abilities: before Dan Dare was kidnapped the Mekon ordered the fuel store to be divided into five equal parts which were then hidden in the five main chambers of the scientific satellite. Dan has to search each of these chambers to discover the hidden fuel; then Dan must find the Mekon and blast away at the evil creature until the Mekon teleports back to his regeneration unit to recuperate from the battle. As he leaves, the Mekon drops the teleport key which Dan needs to teleport himself to the next chamber. But beware, the evil Mekon has booby-trapped the key. His intention is to blast our valiant hero into oblivion. Luckily for Dan there is a critical design flaw in the timing mechanism of each key which allows Dan three nanoseconds after he leaves the chamber before the chamber - and everything in it - is destroyed. So there is no real problem for Dan unless he has left the chamber without collecting the fuel, in which case our intrepid hero will be stranded aboard the satellite for eternity....Time to hit the quit button and start the game again.

TIPS FOR SUCCESS

Although brave and rugged, our hero, Colonel Dan Dare is not superhuman. He is not indestructible. Contact with the Mekon's malevolent mutants drains Dan's life force. Bumping into the walls of the teleport tunnels that link the satellite's chambers damages his space suit, reducing his life force. Keep a careful eye on the quantity of ammo and bombs that you are carrying. Ammo can be collected from certain places i the play area but bombs have to be purchased via the terminal in the start location. Keep track of the jet pack fuel remaining in the tank. If you run out of fuel Colonel Dan is effectively stranded until he loses and life and is returned to the start location.

CONTROLS:

PC:-

Press 'F1' to pause the game
Press 'F10' to quit game while in pause mode

SELECT:	A
UP :	Q
LEFT :	O
RIGHT :	P
FIRE :	SPACE

ST:-

Press 'F1' to pause the game
Press 'F2' to toggle music
Press 'F3' to toggle sound FX
Press 'F10' to quit game while in pause mode

Use joystick control and pull down for SELECT

AMIGA:-

Press 'F1' to pause the game
Press 'F2' to toggle music

Press 'F3' to toggle sound FX
Press 'F10' to quit game while in pause mode

Use joystick control and pull down for SELECT

C64: Press 'RUN STOP' to pause the game

Use joystick or keyboard control. Pull joystick down to SELECT

AMSTRAD:- Keyboard:-

UP	:	Q
SELECT	:	A
LEFT	:	O
RIGHT	:	P
FIRE	:	SPACE BAR

JOYSTICK: use joystick to move with and pull down to SELECT

Press 'H' to pause the game

Press 'ESC' to abort the game

SPECTRUM:- Press 'CAPS' & 'SPACE' to abort game

Use joystick or keyboard control. Pull joystick down to SELECT

LOADING INSTRUCTIONS

PC Type DANDARE3 at the A> prompt

AMIGA Insert disc in Drive A (DF0). Program will load and run

ST	Insert disc in Drive A. Program will load and run.
C64/128	TAPE - Hold down SHIFT key and press RUN/STOP Press play on tape. Programme will load and run DISC - Insert disc in Drive. Type LOAD "*", 8,1 and press RETURN
AMSTRAD CPC	464 TAPE - Press CTRL and small ENTER 6128 TAPE - Type ITAPE and press RETURN. Press CTRL and ENTER 464 DISC - Type RUN"DISC and press ENTER 6128 DISC - Type RUN"DISC and press RETURN
SPECTRUM	+3 - Insert disc and press ENTER +2 - Insert tape and press ENTER 48k - Type LOAD "" and press ENTER 128k - Insert tape and press ENTER

DEUTSCH

COLONEL (OBERST) DAN DARE PILOT DER ZUKUNFT

DER MEKON UND SEINE MUTANTEN

Das Schicksal der ganzen Menschenheit hängt an einem dünnen Faden, denn der Mekon ist wieder da und fest entschlossen, die Menschen zu besiegen und beherrschen. Dabei hat der böse Mekon auch geschworen, sich an Colonel Dan Dare, seinem Erzfeind, zu rächen.

Um seine bosartigen Pläne zu unterstützen, hat der Mekon eine Reihe gruseliger genetischer Experimente entworfen, wobei verschiedene Lebewesen in ein Heer treenartiger und dem Mekon dienenden Kreaturen verwandelt werden sollten.

Die Experimente scheiterten, und das Ergebnis war ein Menge seltsamer, mißgestalteter Ungeheuer. Was der Mekon für seine gottlosen Experimente brauchte, war ein menschliches Opfer - und wer besser geeignet dazu als Colonel Dan Dare?

TIPS FÜR DEN ERFOLG

Obwohl unser Held, Colonel Dan Dare, mutig und gut gebaut ist, ist er kein Supermensch - er ist nicht unverwundbar. Berührt er eine der bosartigen Mutanten des Mekon, so nimmt seine Lebenskraft ab. Stößt er gegen die Mauern der Teleport-Tunnels, so wird sein Raumanzug beschädigt, was ebenfalls einen Verlust an Lebenskraft bedeutet.

Achten Sie auf Ihren Vorrat an Munition und Bomben. Munition kann an gewissen Stellen auf den Spielplätzen gesammelt werden, aber Bomben müssen beim Terminal am Anfangsort gekauft werden.

Auf den Treibstoffbestand im "Jet-Pack" gut aufpassen, denn sollte der Treibstoff erschöpft sein, bleibt Colonel Dan hilflos an der Stelle, bis er stirbt und wieder zum Anfangsort zurückgebracht wird.

STEUERUNG

PC:

F1 drücken, um Spiel anzuhalten.
F10 Spielabbruch im Pausemodus.

WÄHLEN: A
HOCH: Q
LINKS: O
RECHTS: P
FEUER: LEERTASTE

ST:

F1 drücken, um Spiel anzuhalten.
F2 drücken, um Musik ein-/auszuschalten.
F3 drücken, um Sounds ein-/auszuschalten.
F1 drücken, um Spiel im Pausemodus abzubre chen.

Zum Wählen, Joystick-Steuerung verwenden und nach unten ziehen.

AMIGA:

F1 drücken, um Spiel anzuhalten.
F2 drücken, um Musik ein-/auszuschalten.

F3 drücken, um Sounds ein-/auszuschalten.
F1 drücken, um Spiel im Pausemodus abzubre chen.

Zum Wählen, Joystick-Steuerung verwenden und nach unten ziehen.

C64: RUN STOP drücken, um Spiel anzuhalten.

Joystick- oder Tastatur-Steuerung. Zum Wählen, Joystick nach unten ziehen.

AMSTRAD: TASTATUR:
HOCH - Q
WÄHLEN - A
LINKS - O
RECHTS - P
FEUER - LEERTASTE

JOYSTICK: Den Joystick für die verschiedenen Bewegungen verwenden und nach unten ziehen, um zu wählen.

Auf H drücken, um Spiel anzuhalten.
ESC drücken, um Spiel abzubrechen.

SPECTRUM: CAPS und LEERTASTE drücken, um Spiel abzubre chen.

Joystick- oder Tastatur-Steuerung. Zum Wählen, Joystick nach unten ziehen.

LADEANWEISUNGEN

PC DANDARE3 eingeben, wenn A> erscheint.

AMIGA Diskette in Laufwerk A (DFO:) einführen. Das Programm wird automatisch geladen und gestar tet.

ST Diskette in Laufwerk A einführen. Das Programm wird automatisch geladen und gestartet.

C64/128 KASSETTE - Die SHIFT-Taste gedrückt halten und RUN/STOP drücken. PLAY auf dem Recorder drücken. Das Programm wird automatisch geladen und gestartet.
DISKETTE - Diskette in Laufwerk eingeben.
LOAD "*",8,1 eintippen und auf RETURN drücken.

AMSTRAD 464 KASSETTE - CTRL und die kleine ENTER-Taste drücken.
6128 KASSETTE - 1TAPE eintippen und auf RETURN drücken. CTRL und die kleine ENTER-Taste drücken.
464 DISKETTE - RUN"DISC eintippen und auf ENTER drücken.
6128 DISKETTE - RUN"DISC eintippen und auf ENTER drücken.

SPECTRUM +3 - Diskette eingeben und ENTER drücken.
+2 - Kassette eingeben und ENTER drücken.
48K - LOAD "" eintippen und auf ENTER drücken.
128K - Kassette eingeben und ENTER drücken.

ITALIANO

COLONNELLO DAN DARE
IL PILOTA DEL FUTURO

MEKON E I SUOI MUTANTI

Il destino dell'umanità è in gioco, con il ritorno di Mekon deciso a conquistare e a dominare la razza umana. A questo fine, il malvagio Mekon ha giurato di scatenare la sua vendetta sul suo acerrimo nemico, il Colonnello Dan Dare.

Per favorire la realizzazione dei suoi diabolici piani, Mekon ha iniziato una serie di orribili esperimenti genetici, nel tentativo di mutare alcune specie viventi in un esercito di creature simili ai Treen, completamente asservite a Mekon.

L'esperimento, però, fallisce. Le creature risultano strane e contorte. Per la riuscita dei diabolici esperimenti di Mekon occorre un soggetto umano, e chi meglio dell'odiato Colonnello Dan Dare?

SUGGERIMENTI PER RIUSCIRE

Anche se forte e coraggioso, il nostro eroe Colonnello Dan Dare non è un superuomo indistruttibile. Il contatto con i malevoli mutanti di Mekon esaurisce la sua linfa vitale. Gli urti sulle pareti delle gallerie del teletrasporto che uniscono le varie sale del satellite, danneggiano la sua tuta spaziale riducendo le energie.

Controlla attentamente la quantità di munizioni e di bombe che porti. Le munizioni possono essere raccolte in alcuni posti della zona di gioco, ma le bombe devi comprarle attraverso il terminale posto all'inizio.

Controlla il carburante rimasto nel serbatoio del turbogetto. Se lo esaurisci, il Colonnello Dan Dare rimane immobilizzato fino a che perde una vita e ritorna al punto di partenza.

CONTROLLI

PC :

Premi F1 per fare la pausa.
Premi F10 per abbandonare mentre sei in pausa.

SELEZIONA	A
SU	Q
SINISTRA	O
DESTRA	P
FUOCO	BARRA

ST :

Premi F1 per fare la pausa.
Premi F2 per accendere/spegnere la musica.
Premi F3 per accendere/spegnere gli effetti son ori.
Premi F10 per abbandonare mentre sei in pausa.

Per SELEZIONA, tira in basso il joystick.

AMIGA :

Premi F1 per fare la pausa
Premi F2 per accendere/spegnere la musica.
Premi F3 per accendere/spegnere gli effetti son ori.
Premi F10 per abbandonare mentre sei in pausa.

Per SELEZIONA, tira in basso il joystick.

C64 :

Premi RUN STOP per fare la pausa.

Usa il joystick o la tastiera. Per SELEZIONA, tira in basso il joystick.

AMSTRAD : TASTIERA :

SU	Q
SELEZIONA	A
SINISTRA	O
DESTRA	P
FUOCO	BARRA

JOYSTICK : Usa il joystick per muovere GIU per ottenere SELEZIONA.

Premi H per fare la pausa.

Premi ESC per abortire il gioco.

SPECTRUM : Premi CAPS e BARRA per abortire il gioco.

Usa il joystick o la tastiera. Tira in basso il joystick per ottenere SELEZIONA.

ISTRUZIONI DI CARICAMENTO

PC Al sollecito A:, batti DANDARE3.

AMIGA Inserisci il dischetto nel drive A (DFO :).
Il programma si carica e gira da solo.

ST Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

C64/128 CASSETTA: Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore.
Il programma si carica et gira da solo.

DISCO: Inserisci il dischetto nel drive. Batti LOAD "*", 8,1 e premi RETURN.

AMSTRAD

464 CASSETTA: Premi CTRL e INVIO piccolo.
6128 CASSETTA: Batti I TAPE e premi RETURN. Premi CTRL e INVIO.

464 DISCO: Batti RUN"DISC e premi INVIO.
6128 DISCO: Batti RUN"DISC e premi RETURN.

SPECTRUM

+3: Inserisci il dischetto e premi INVIO.

+2: Inserisci il nastro e premi INVIO.

48K: Batti LOAD "" e premi INVIO.

128K: Inserisci il nastro e premi INVIO.

fin

